◊ **Figure 3.1.4-1 : VMG and VTS structure**

(An example when all VOBs are recorded in Contiguous Blocks)

VMG	VTS #1	VTS #2	...	VTS #n	[n < 99]

Control Data (VMGI)	VOBS for Menu (VMGM_VOBS)	Backup for VMGI
1 file	1 file	1 file

Control Data (VTSI)	VOBS for Menu (VTSM_VOBS)	VOBS for Title (VTSTT_VOBS)	Backup for VTSI
1 file	1 file	1 to 9 files	1 file

Cell ID number

C_IDN #1	C_IDN #2	C_IDN #3	C_IDN #1	C_IDN #2	...	C_IDN #1	.....	C_IDN #k

VOB ID

| ◄——VOB_IDN——► #1 | ◄——VOB_IDN——► #2 | | ◄——VOB_IDN——► #j |
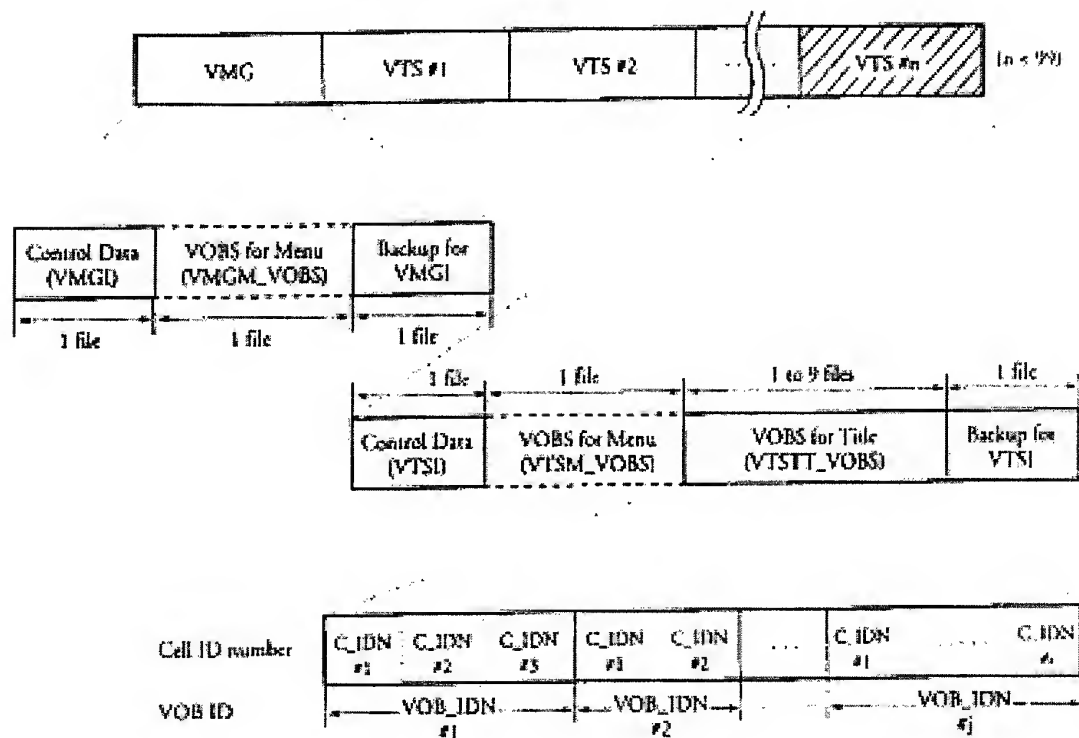
C_IDN # : Cell ID number within a VOB

VOB_IDN # : VOB ID number within a VOBS

0 **Figure 5.1-1 : An example for structure of VOBS**

Video Object Set (VOBS)					

Video Object (VOB_IDN1)	Video Object (VOB_IDN2)	. . .	Video Object (VOB_IDNi)

Cell (C_IDN1)	Cell (C_IDN2)	. . .	Cell (C_IDNj)

Video Object Unit (VOBU)	Video Object Unit (VOBU)	Video Object Unit (VOBU)	. . .	Video Object Unit (VOBU)

NV_PCK	A_PCK	V_PCK	V_PCK	V_PCK	SP_PCK	A_PCK	V_PCK	. . .	A_PCK	SP_PCK	V_PCK	V_PCK	V_PCK	NV_PCK	V_PCK	. . .	A_PCK